

## Yak-9T (and M opt.)

Yakovlev Yak-9T. Day Fighter.

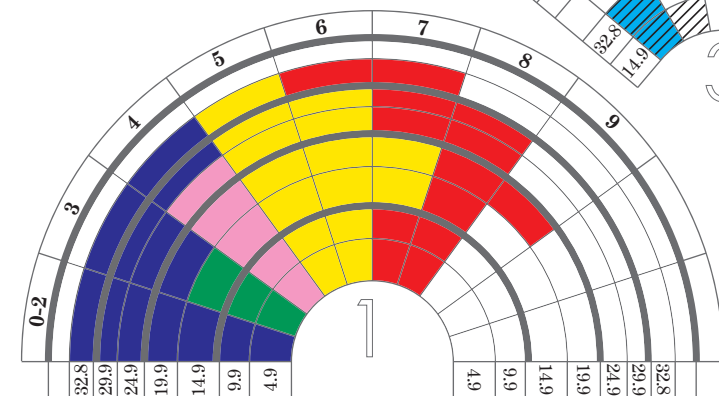
P.V.:17. Engine Type: I. Producer: Soviet Union.

Yak-9T produced from April 1943 to June 1945.

2748 built. Note: (x) Maneuver Requirement values

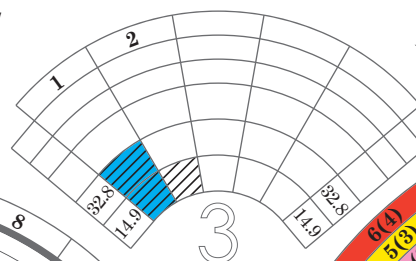
apply to Bank/H-Roll/V. Dive/  
H-Loop only.

Stall Speed	Blue
Maneuver Sp.	Green
Level Speed	Yellow
Dive Speed	Red



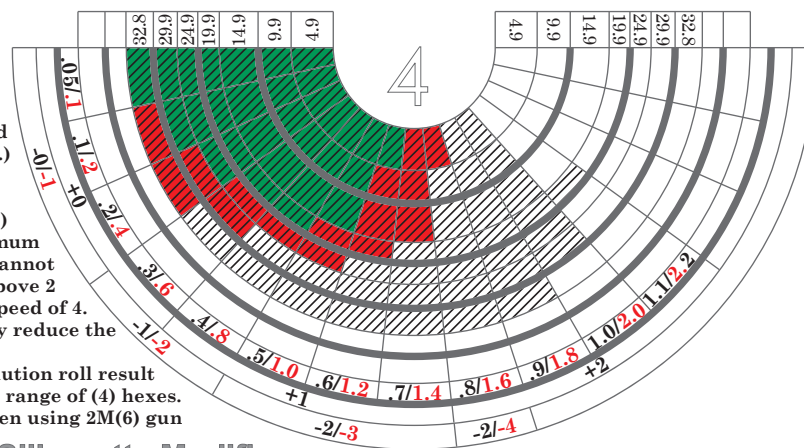
Speed Increments

## Speed Change



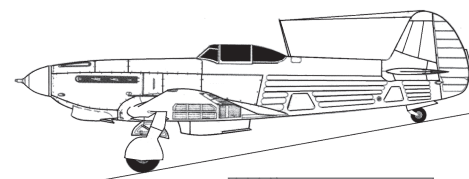
## Altitude Change

## Maneuverability Requirements



## Silhouette Modifier

Silhouette	+1
------------	----



Power Factors	Blue
Brake Factors	Yellow

\*H-Loop: +.5 to  
Maneuver/PINK! Sp.  
black Max. Dive value,  
Level Sp.: +1.2.  
Both +.2 per 5.0.  
(No Dive Sp. values.)\*  
\*Diving H-Loop not  
allowed from a  
Current Sp. above  
Level Sp..

Half Loop*	Grey	-3
L,R/LB V. Dive	Blue	1hx
Slip/Turn (Turn -1*)	Yellow	-S
Bank/H-Roll	Red	+0
*Turn -1: Applies to PINK Maneuver Sp. RIGHT Turn only.		Inverted

## Special Yak-9T armament rules:

1-2022 Speed/Hit Table rules do not  
apply to either Yak-9T guns when  
used combined. (Hits are not reduced  
1=0, 2=1, 3=1, 4=2 above Maneuver Sp.)

2-Fire Resolution roll result for  
both Yak-9T guns (combined as usual)  
must be above 3 to hit from the minimum  
Resulting Airspeed of 4 (14G(6) gun cannot  
fire from below this Airspeed), and above 2  
to hit from above that Resulting Airspeed of 4.

3-Firing 14G(6) gun will retro-actively reduce the  
Resulting Game-Turn Airspeed by 1.

4-Add one to the minimum Fire Resolution roll result  
required to hit for each hex beyond a range of (4) hexes.

5-Use normal Fire Resolution roll when using 2M(6) gun  
alone, or Yak-9M variant.

Dive Acceler.	+1
Climb Deceler.	-1
Max. Dive	Blue
Dive Sp. Climb	Red
Max. Climb	Green

## Target Characteristics

W	5	Cn	3	Mg	4
F	5	L	3	G	5
C	3	C	-	-	-
E	2	E	-	E	-
G		2M14G			
		(6) (6)			
		FF			

## Variants

Yak-9M	
G	2M14C
	(6) (6)
	FF

Produced from May 1944  
to June 1945. 4239 built.

